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**UNITED STATES DISTRICT COURT  
FOR THE DISTRICT OF NEVADA**

CG TECHNOLOGY DEVELOPMENT, LLC,  
INTERACTIVE GAMES LIMITED, and  
INTERACTIVE GAMES LLC.

Case No.: 2:16-cv-00856-RCJ-EJY

*Member Case:*  
2:16-cv-00871-RCJ-EJY

**STIPULATION AND ORDER TO DENY  
MOTION TO EXTEND TIME TO FILE  
MOTION FOR ATTORNEY'S FEES AS  
MOOT, RESOLVE ALL MATTERS AND  
CLOSE THE CASE**

## Plaintiffs,

VS.

888 HOLDINGS, PLC.

**Defendant.**

Plaintiffs CG Technology Development, LLC, Interactive Games Limited and Interactive Games LLC (collectively, “Plaintiffs”) and Defendant 888 Holdings, PLC (the “Defendant”, and collectively with the Plaintiffs, the “Parties” and each a “Party”) hereby stipulate as follows:

1. The Court has jurisdiction over the subject matter of the matter entitled *CG Technology Development, LLC, et al. v. 888 Holdings, PLC*, Case No. 2:16-cv-00856-RCJ-EYJ (“Action”) and over the Parties in this Action;

1       2.     The Court entered final Judgment in this Action on March 1, 2022 (ECF No. 210);  
2       3.     Defendant filed a Motion to Extend Time (First Request) to File a Motion for  
3 Attorney's Fee on March 10, 2022 (ECF No. 212);

4       4.     The Parties have resolved this matter and the Parties agree that Plaintiffs will not  
5 file any post-trial motion or appeal from the Court's Judgment or any other appeal in this Action  
6 and Defendants will not file a motion for attorneys' fees or any other post-trial motion;

7       5.     Defendant's Motion to Extend Time to File a Motion for Attorney's Fee (First  
8 Request) shall be denied as moot;

9       6.     Each Party will bear its own costs and attorneys' fees incurred in this action.

10      IT IS SO STIPULATED.

11      DATED this 14th day of March, 2022.

12 By: /s/ William M. Gantz  
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25 *Attorneys for Plaintiffs CG Technology  
Development, LLC, Interactive Games  
Limited, and Interactive Games LLC*

26           **ORDER**

27       IT IS SO ORDERED.

28           

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US DISTRICT COURT JUDGE

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DATED